CAPCOM

CAPCOM U.S.A., Inc.
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, California 94086

Game Counselors Available
8:00AM to 5:00 PM (PST)
408.774.0400

PRINTED IN JAPAN

SNS-FY-USA

Final Fight GUY

Instruction Booklet

CAPCOM

SUPER NINTENDO ENTERTAINMENT SYSTEM

SAFETY PRECAUTIONS

Follow these suggestions to keep your **Final Fight: Guy** Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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Getting Started

1. Insert your **Final Fight : Guy** Game Pak into your Super Nintendo Entertainment System and turn the power switch **ON.**

2. When the title screen appears, press the **START** button.

3. Once you begin the game, you will choose either Guy or Haggar. Use the control pad to highlight the character you wish to use and press the **START** button and get ready to start cleaning up the street of Metro City.

4. To end the game at any time, simply turn the power switch on your Super Nintendo Entertainment System **OFF** and eject the Game Pak.

Welcome to Metro City

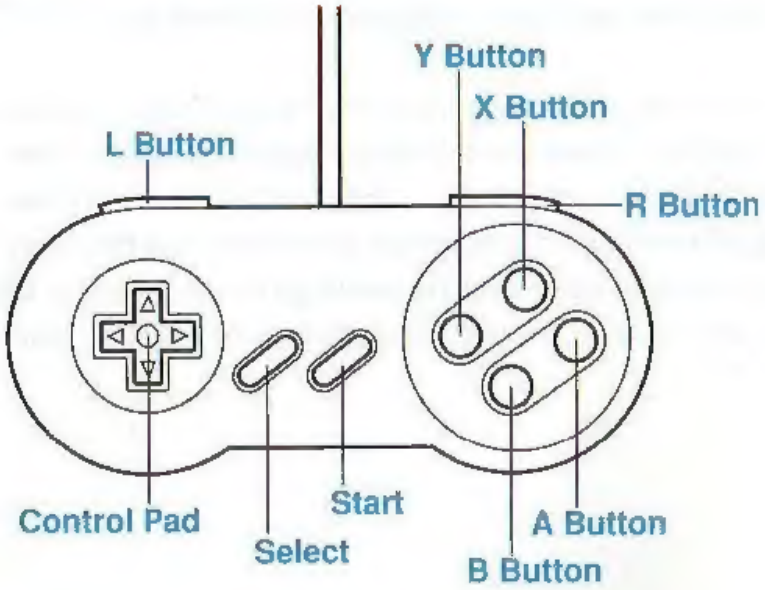
There is a reason that Metro City is known as the "Crime Capital of the World." Over the years, corruption seeped its way into the very heart of the government and brought the city to its knees. Soon the Mad Gear gang had the entire city firmly within their grasp. But the corruption has gone on far too long and the citizens are tired of fearing for their lives each time they step foot on the street. They are ready for a change.

The new mayor, a former wrestler by the name of Mike Haggar, has promised to clean up the city. But the task is much bigger than Haggar could possibly know. The Mad Gear gang is firmly entrenched in all parts of the city and they refuse to give up their little empires. But the Mad Gear do make mistakes and unknown to them, they just made the biggest one of their lives.

When the Mad Gear gang found that Haggar couldn't be bought, they decided to take the one thing Haggar values more than his own life- his daughter Jessica. The Mad Gear were sure that Haggar would do anything to get Jessica back and they were right. But they didn't think he would go on a rampage to take her back and or call in help from Guy, Metro City's greatest hero!

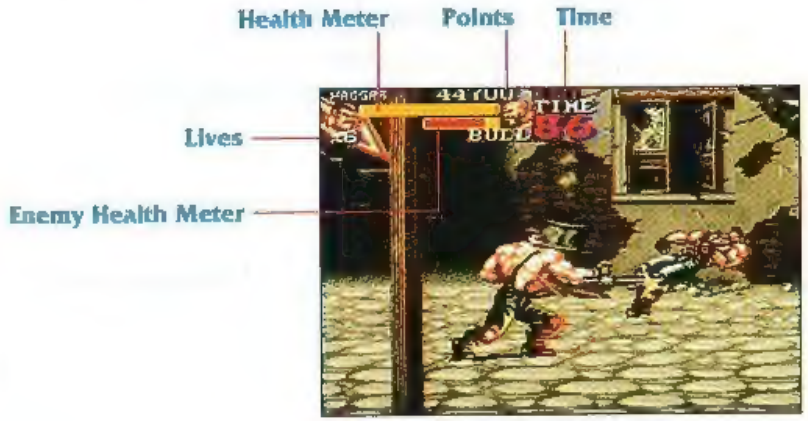
Basic Controls

To punch	Press the **Y** button.
To jump	Press the **B** button.
To do a Super Attack	Press the **Y** and **B** buttons at the same time.
To walk in any direction	Press the control pad LEFT, RIGHT, UP or DOWN.
To grab an enemy	Use the control pad to press against an enemy.
To pick up an item	Stand over the item and press the **Y** button.
To pause the game	Press the **START** button.



Hit the Streets!

It's one man against an entire city and Guy and Haggar are ready to take and bust some heads. Nothing will going to stand in the way of them as they pound the Mad Gear into ground and search for the headquarters of the elusive leader of the Mad Gear gang and Jessica.



POINTS

This shows you the number of points you have earned. Collect more points by beating up members of the Mad Gear. Earn enough points and you will earn extra lives.

HEALTH BAR

This shows you the amount of health you have remaining. When you are 100% healthy, the bar is totally yellow. As you get hit the bar becomes more and more red. When the bar is completely red, you will lose one life.

Hit the Streets! continued

ENEMY HEALTH BAR This shows you the amount of health your current enemy has remaining. As you hit an enemy, the bar becomes more and more red. When the bar is completely red, your enemy is defeated. Remember, some enemies have VERY big health bars.

LIVES The number of lives you have remaining.

HIGH SCORE This shows the current high score.

TIME This shows how much time is left to complete the stage.

Power Up Items

As Guy and Haggar bash their way through the city, they will find power-up items hidden in crates, barrels and other objects.

FOOD ITEMS like an apple will increase their health bar when they pick them up. Here is a list of foods you might find:

Barbecue	Refills your entire health bar.
Pizza	Refills 1/2 your health bar.
Hamburger	Refills 1/2 your health bar.
Curry	Refills 1/2 your health bar.
Banana	Refills 1/4 your health bar.
Apple	Refills 1/4 your health bar.
Grapes	Refills 1/4 your health bar.
Soda	Refills 1/9 your health bar.
Vitamins	Refills 1/9 your health bar.
Gum	Refills 1/9 your health bar.

BONUS ITEMS like diamonds give Guy and Haggar more points which will help them earn extra lives.

Diamond	Gives you 10,000 points.
Gold Bar	Gives you 10,000 points.
Necklace	Gives you 5,000 points.
Ring	Gives you 5,000 points.
Money	Gives you 3,000 points.
Dime	Gives you 3,000 points.
Radio	Gives you 1,000 points.
Hat	Gives you 1,000 points.
Hammer	Gives you 1,000 points.

Survival Tactics

1. Both Guy and Haggar have a variety of fighting moves. Push the **Y** or **B** button different times and see if you can find their secret devastating attacks!

2. Never try and face the Bosses of Metro City head on! Always try to hit them and run. Watch closely how they fight because they all have a weakness.

3. If you pick up a Food Item when your health bar is filled, you will get an extra life!

4. Hidden throughout Metro City are knives and pipes. Pick them up and then hit the **Y** button to start swinging!

5. Guy is really fast and agile. Some people have even seen him jump off walls!

Warranty Information

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

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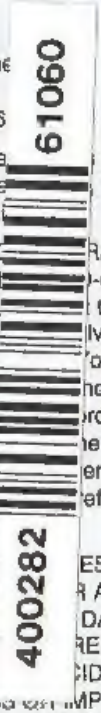
Consumer Service Departme
475 Oakmead Parkway
Sunnyvale, California 94086



This warranty shall not apply if the been damaged by negligence, accident, unreasonable use, modification, ta or by other causes unrelated to the defective materials or workmansh

REPAIRS AFTER EXPIRATION RANTY:
If the PAK develops a problem aft -day warranty period, you may contact the Capcom Consumer Service Depa the phone number noted previously. If the Capcom service technician is una lve the problem by phone, he may provide you with a Return Authorization n ou may then record this number on the outside packaging of the Defecti nd return the defective PAK freight prepaid to Capcom, enclosing a check or rder for $15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, sub e conditions above, repair the PAK or replace it with a new or repaired PAK. If ent PAKS are not available, the defective PAK will be returned and the $15.00 p efunded.

WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED WA ES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNI A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FR DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FO REIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIA IDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRES MPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.